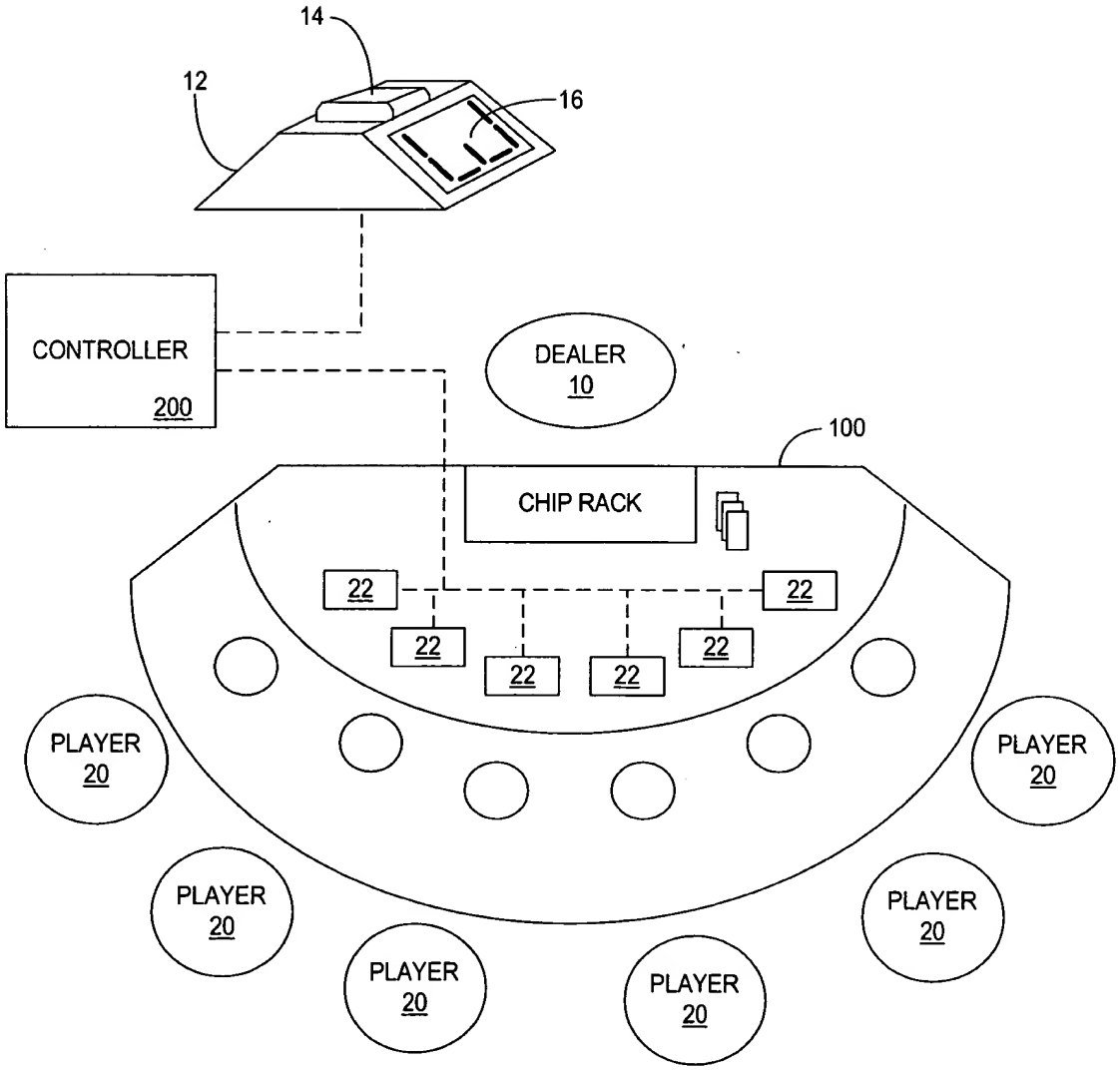
14
12
16
CONTROLLER
200
DEALER
10
100
CHIP RACK
22
22
22
22
22
22
PLAYER
20
PLAYER
20
PLAYER
20
PLAYER
20
PLAYER
20
PLAYER
20

FIG. 1

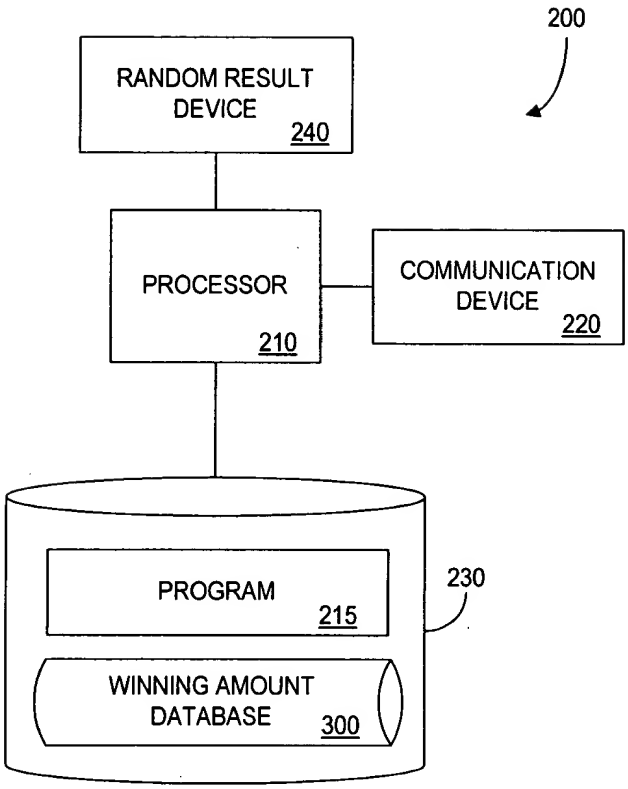
200
RANDOM RESULT DEVICE
240
PROCESSOR
210
COMMUNICATION DEVICE
220
PROGRAM
215
230
WINNING AMOUNT DATABASE
300

FIG. 2

300

RANDOM OUTPUT 302	WINNING AMOUNT 304
0 - 21	-100%
22 - 27	100%
28	200%
29	300%
30	400%
31	500%

FIG. 3

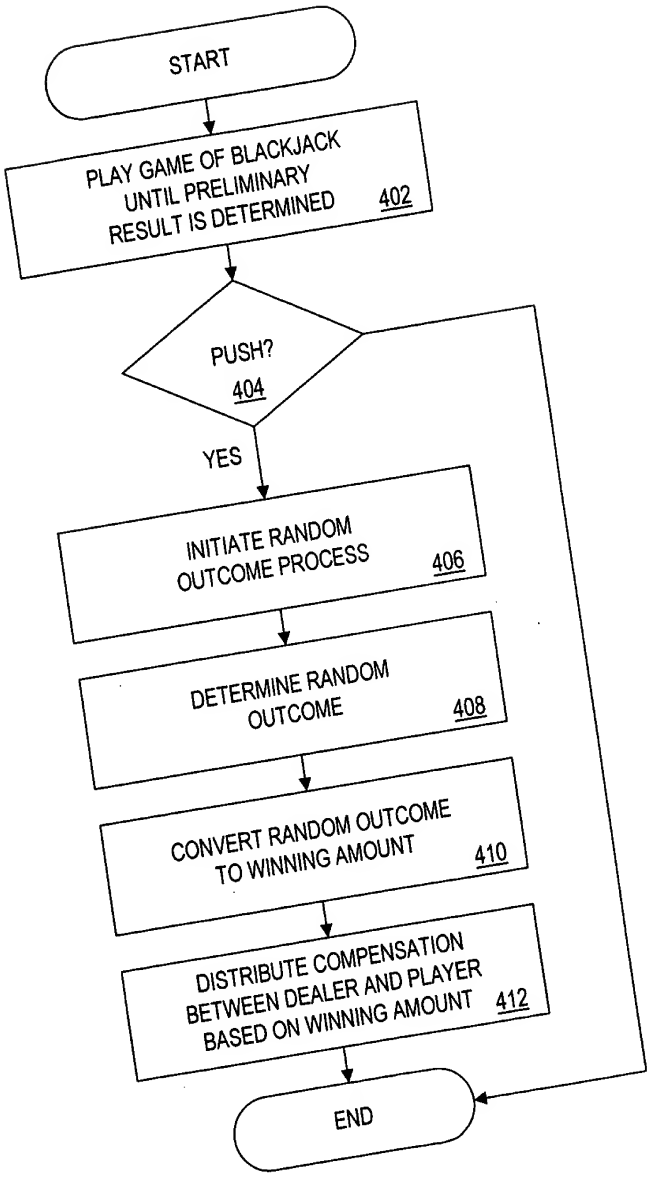
START
PLAY GAME OF BLACKJACK UNTIL PRELIMINARY RESULT IS DETERMINED 402
PUSH? 404
YES
INITIATE RANDOM OUTCOME PROCESS 406
DETERMINE RANDOM OUTCOME 408
CONVERT RANDOM OUTCOME TO WINNING AMOUNT 410
DISTRIBUTE COMPENSATION BETWEEN DEALER AND PLAYER BASED ON WINNING AMOUNT 412
END

FIG. 4

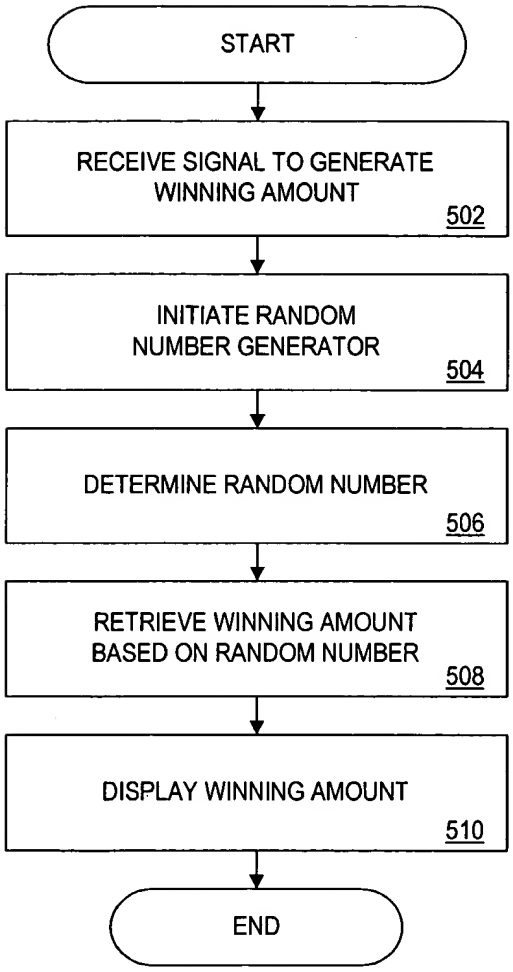
START
RECEIVE SIGNAL TO GENERATE WINNING AMOUNT
502
INITIATE RANDOM NUMBER GENERATOR
504
DETERMINE RANDOM NUMBER
506
RETRIEVE WINNING AMOUNT BASED ON RANDOM NUMBER
508
DISPLAY WINNING AMOUNT
510
END

FIG. 5